

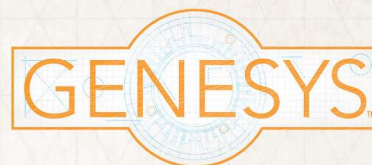
CHARACTER

CHARACTER NAME: *Nicholas*

SPECIES/ARCHETYPE: *Human*

CAREER: *Professor of Wizardry*

PLAYER: *Colton*



SOAK VALUE

2

WOUNDS

THRESHOLD	CURRENT
12	

STRAIN

THRESHOLD	CURRENT
13	

DEFENSE

RANGED	MELEE
1	1

CHARACTERISTICS

2

BRAWN

2

AGILITY

4

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

SKILLS

GENERAL SKILLS	SETTING?	CAREER?	RANK
ALCHEMY (INT)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
ASTROGRAPHY (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
ATHLETICS (BR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
COMPUTERS (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
COOL (PR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
COORDINATION (AG)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
DISCIPLINE (WILL)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
DRIVING (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
MECHANICS (INT)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
MEDICINE (INT)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
OPERATING (INT)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
PERCEPTION (CUN)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
PILOTING (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
RESILIENCE (BR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
RIDING (AG)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
SKULDUGGERY (CUN)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
STEALTH (AG)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
STREETWISE (CUN)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
SURVIVAL (CUN)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
VIGILANCE (WILL)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>

MAGIC SKILLS	SETTING?	CAREER?	RANK
ARCANA (INT)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
DIVINE (WILL)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
PRIMAL (CUN)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>

COMBAT SKILLS	SETTING?	CAREER?	RANK
BRAWL (BR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
GUNNERY (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
MELEE (BR)	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
MELEE-HEAVY (BR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
MELEE-LIGHT (BR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
RANGED (AG)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
RANGED-HEAVY (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
RANGED-LIGHT (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>

SOCIAL SKILLS	SETTING?	CAREER?	RANK
CHARM (PR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
COERCION (WILL)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
DECEPTION (CUN)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
LEADERSHIP (PR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
NEGOTIATION (PR)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>

KNOWLEDGE SKILLS	SETTING?	CAREER?	RANK
KNOWLEDGE (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Kn Arcana	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
Kn History	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>

CUSTOM SKILLS	SETTING?	CAREER?	RANK
Craft Scrolls	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>
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	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div><div></div><div></div><div></div></div>

WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Staff	Arcana (Int)	+4	n/a	Short	Increases Range by 1 at no Cost

155

TOTAL XP

0

AVAILABLE XP

MOTIVATIONS

STRENGTH: *Analytical*

researching the unknown aspects of magic for years has a way of opening the mind to endless possibilities.

FLAW: *Pushover*

has trouble standing up for himself. Will make others happy in the hopes that they will accept him.

DESIRE: *Belonging*

wants to be viewed as "cool" and "hip."

FEAR: *Humiliation*

afraid of being called "out of touch" with the young folks.

CHARACTER ILLUSTRATION

CHARACTER DESCRIPTION

GENDER: *Male*

AGE: *73*

HEIGHT: *5ft 9in*

BUILD: *Skinny*

HAIR: *White, Long, Disheveled*

EYES: *Light Grey*

NOTABLE FEATURES:

old, does not look physically imposing in any way

MONEY: *199 Silver*

WEAPONS & ARMOR:

*Staff (2 Enc)
Heavy Cloak (1 Enc)*

*Crab claw x 1
Crab leg x 3
Bag of feathers
Owlphant Eyes*

PERSONAL GEAR:

*Inkpen (no ink) x1
Trail Rations x10
Flask x1 (1 Enc)
Chalk x 26
iron ore x 2
small gem x 1
Ink x 1*

EQUIPMENT LOG

NOTES

After being told he wasn't cool by a student, Nicholas, or rather, Nick, decided to prove everyone wrong. He took a sabbatical and headed west. And no one will claim that he's not cool again.

CRITICAL INJURIES

SEVERITY	RESULT
◇ ◇ ◇ ◇ ◇	
◇ ◇ ◇ ◇ ◇	
◇ ◇ ◇ ◇ ◇	
◇ ◇ ◇ ◇ ◇	

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Ready for Anything	36	▷ Once per session, move a story point from GM pool to player pool
		▷
		▷
		▷
		▷
		▷
		▷
		▷
		▷
		▷
		▷
		▷

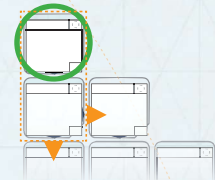
TALENT PYRAMID

GENESYS™

PURCHASING TALENTS

This sheet tracks the talents that you purchase for your character. When you purchase your character's first Tier 1 talent, record it in the upper leftmost box in the Tier 1 column.

When purchasing talents, your character must have more talents in a tier than they do in the next highest tier.



TALENT	ACTIVE?
Jump up	<input checked="" type="checkbox"/>
Once per round, during your turn, stand up as incidental.	
PAGE #	73

TALENT	ACTIVE?
Second Wind	<input checked="" type="checkbox"/>
Once per encounter, heal an amount of strain equal to the # of ranks in skill (incidental)	
PAGE #	74

TALENT	ACTIVE?
	<input type="checkbox"/>
PAGE #	

TALENT	ACTIVE?
Magic Mixer	<input type="checkbox"/>
Cast Primal Spells w/ Arcane and Vice versa.	
PAGE #	

TALENT	ACTIVE?
	<input type="checkbox"/>
PAGE #	

TALENT	ACTIVE?
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TALENT	ACTIVE?
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TIER 1 5XP

TIER 2 10XP

TIER 3 15XP

TIER 4 20XP

TIER 5 25XP
